

SPACE MARINE RAPID STRIKE VESSELS

EXPERIMENTAL RULES FOR FORGE WORLD'S SPACE MARINE ESCORTS

by Andy Hall



All Space Marine Chapters make use of ships known collectively as Rapid Strike Vessels. These ships are mainly used for patrolling through the Space Marine domains, and for providing a mobile escort for the Chapter's Battle Barges and Strike Cruisers. They also conduct routine convoy escort missions, as well as scouting and surveillance missions before a chapter commits its valuable resources to a warzone.

Rapid Strike Vessels are crewed by the Chapter's serfs, overseen by a cadre of Techmarines and other specialists.

Whilst the Hunter, Nova and Gladius are by no means the only Rapid Strike Vessels available to Chapters, they are certainly the most widely used. As well as the more mundane duties such as patrolling they will be called upon as escorts if the Chapter expects a large confrontation in space.

The Hunter is a fast and highly maneuverable torpedo boat much like its Imperial Navy counterpart, the Cobra. The Gladius is usually the most numerous ship in a Chapter's fleet and will be the principle transport for smaller Space Marine forces sent on missions which do not justify the deployment of a Strike Cruiser. A Nova class vessel will most likely be the only

lance-armed ship available to the chapter and are slightly rarer than the Gladius.



SPECIAL RULES

The Hunter, Nova and Gladius use the following special rules in line with the Space Marine Fleet list.

Leadership: Use the following table when working out starting Leadership. Roll 1D6.

1-2 Ld 8

3-4 Ld 9

5-6 Ld 10

Boarding: Space Marine ships add +2 to their D6 roll when they fight in a boarding action and add +1 when they make a hit and run attack. Enemy hit and run attacks against a Space Marine ship deduct 1 from their dice rolls (and so will fail on a roll of 1 or 2 before modification).

HUNTER CLASS DESTROYER40 pts

Famous Squadrons

Russ' Claws (Space Wolves)

Black Talons (Ravenguard)

Hera's Wrath's (Ultramarines)



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	35cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Torpedoes		30cm	2		Forward
Weapons Battery		30cm	1		Forward, left, right

GLADIUS CLASS FRIGATE45 pts

Famous Squadrons

Angelus Belarius Squad (Blood Angels)

Obliterators (Silver Skulls)

Circes, Arx-Praetora (Ultramarines)



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Weapons Battery		30cm	4		Forward, left, right



Famous Squadrons*Dark Knights of Caliban (Dark Angels)**Holy Shields (White Consuls)**Invictas (Ultramarines)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	35cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Lance		30cm	1		Forward, left, right
Weapons Battery		30cm	2		Forward, left, right

FLEET LISTS**CAPITAL SHIPS****0-3 Battle Barges**

You may include one Space Marine battle barge for every 1,000 points or part thereof in your fleet.

Space Marine battle barge 425 pts

0-10 Cruisers

Space Marine strike cruisers 145 pts

ESCORTS

Hunter class Destroyer 40 pts

Gladius class Frigate 45 pts

Nova class Frigate 50 pts

Rapid strike vessel (Firestorm) 45 pts

Rapid strike vessel (Sword) 40 pts

Rapid strike vessel (Cobra) 35 pts

ORDNANCE

Any ship with launch bays carries Thunderhawk Gunships. Ships with torpedo tubes are armed with ordinary torpedoes and boarding torpedoes.

Ships of the Adeptus Astartes

Unlike the vessels of the Imperial Navy, a Space Marine ship has a relatively small crew. A Space Marine is far too valuable to waste in manning a gun or watching a surveyor screen, and so only the officers aboard a vessel are likely to be Space Marines, as well as the few Techmarines who oversee the engines and perform other mechanical duties. Almost all the ship's systems are run and monitored by servitors; half-human cyborgs who are wired into the vessel's weapons, engines and communications apparatus. There are also a few hundred Chapter serfs to attend to other duties, such as routine cleaning and maintenance, serving the Space Marines during meal times and other such honoured tasks. These serfs come from the Chapter's home planet or the enclave they protect, many of them Novitiates or applicants who have failed some part of the recruiting or training process. These serfs are fanatically loyal to their superhuman masters, and indoctrinated into many of the lesser orders of the Chapter's Cult. Although human, they still benefit from remarkable training and access to superior weaponry than is usually found on a naval vessel, making them a fearsome prospect in a boarding action – even without the support of their genetically modified lords.

“...and their vessels cast a shadow across the stars and in that dark shadow was dread, the dread that foretells death. The Space Marines had arrived and they are fear incarnate, they are the Lords of Death...”

